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Thank you for purchasing SKIES of ARCADIA.
Please note that this software is designed only for use with the Dreamcast Console.
Be sure to read this instruction manual thoroughly before you start playing SKIES of ARCADIA.

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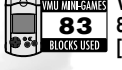
SKIES of ARCADIA is a memory card [Visual Memory Unit (VMU) sold separately] compatible game. Please see below for the blocks necessary to save files. Never remove the memory card or disconnect the controller while the game data is being saved or loaded.

SKIES of ARCADIA Game Data
27 blocks per file
[S.ARCADIA*000* (number)]



VMU Executable File (➡P.xx)
83 blocks per file
[S.ARCADIA.VM]

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BEFORE YOU START

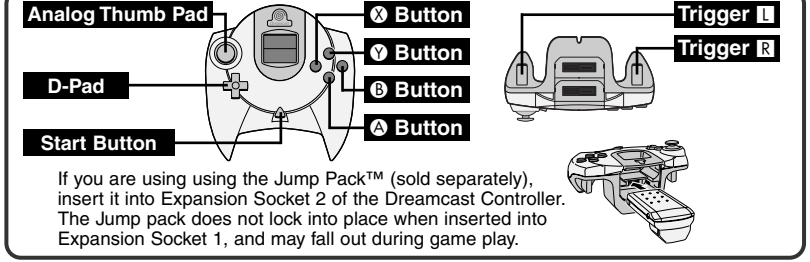
This game consists of two discs. If this is your first time playing, please set the Disc 1 to the Dreamcast console to start the game. From the second time on, you may start the game directly from the corresponding disc.

HOW TO CHANGE DISCS

When you reach the point in the game where changing the disc is necessary, a screen shown right will be displayed.
Press the Ⓐ Button to advance to the Save Screen. Here, save the data. For saving the game, please refer to page xx.
After saving the game, press Ⓑ. A message to change disc will be displayed. Follow the instruction shown on the screen to change the disc.
After verifying the save file, the 2nd disc will begin.

BASIC CONTROLS

SKIES of ARCADIA is a one player game. Connect the Dreamcast Controller that you will be using to play the game into Control Port A of the Dreamcast Console.



If you are using using the Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast Controller. The Jump pack does not lock into place when inserted into Expansion Socket 1, and may fall out during game play.

- Operations with peripherals other than the Dreamcast Controller is not guaranteed.

CONTROLS IN VILLAGES & DUNGEONS (P.xx)

D-Pad/Analog Thumb Pad	Move the player/Change camera angle in 1st person perspective
Ⓐ Button	Inspect for items/Talk to people/Enter selection/ Read next lines of messages
Ⓑ Button	Cancel
Ⓧ Button	Open/close Status Menu
Ⓨ Button	Change viewpoint (Normal/1st Person, not always available)
Triggers L/R	Rotate camera angle on normal viewpoint
Start Button	Show/hide Mini Map

CONTROLS FOR NORMAL BATTLES (P.xx)

D-Pad/Analog Thumb Pad	Command Selection (P.xx): Select command/Move cursor Friend/Foe Selection: ⬅➡…Move cursor/⬆⬇…Select friend or foe
Ⓐ Button	Enter selection
Ⓑ Button	Cancel
Ⓧ Button	Open Status Screen of the party members/ Display descriptions of items and magic
Ⓨ Button	Change color of weapon (P.xx)
Triggers L/R	Move camera
Start Button	Cancel animation of player's Super Move (Only if pressed within the first few seconds.)

- Never touch the Analog Thumb Pad or the Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

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CONTROLS ON SHIP BATTLES (P.xx)

D-Pad/Analog Thumb Pad	Command Selection (P.33)/Move cursor
Ⓐ Button	Enter selection
Ⓑ Button	Cancel
Ⓧ Button	Display descriptions of items and magic

✻ Ⓨ Button, Triggers L/R, and Start Button are not used.

HOW TO CHANGE DISCS

D-Pad	Change camera angle
Analog Thumb Pad	Move player's ship
Ⓐ Button	Inspect for items/Talk to other ship/Enter villages or dungeons/Enter selection/Read next lines of messages
Ⓑ Button	Cancel
Ⓧ Button	Open/close Status Menu
Trigger L	Descend
Trigger R	Ascend
Start Button	Display map/Move inside the ship/Save

✻ Ⓨ Button is not used.

● Any time during the game, press Ⓐ, Ⓑ, Ⓧ, Ⓨ and the Start Buttons simultaneously to reset the game and return to the title screen.

STARTING THE GAME

GAME START

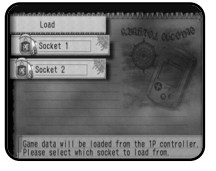
When the game disc is started, an opening demo will be displayed. After the demo, a title screen will be displayed. Press the Start Button, and the Main Menu will be displayed. Use the Analog Thumb Pad/D-Pad ⬆⬇ to select the menu item, and press Ⓐ to enter your selection.

NEW GAME Start the game from the beginning.

CONTINUE You may select this when you have a memory card with saved data attached to the Dreamcast Controller connected to Control Port A of the Dreamcast console.

SELECTING MEMORY CARD (EXPANSION SOCKET)

When "CONTINUE" is selected, Load Screen will be displayed. Use ⬆⬇ to select the Expansion Socket 1 or 2, and press Ⓐ to enter your selection. (Note: If there is no memory card inserted to either of the socket, you will not be able to select that socket.)



SELECTING LOAD FILE

Next, use ⬆⬇ to select the file you wish to continue the game, and press Ⓐ to enter. You will be asked to confirm loading this file. Use ⬆⬇ to select Yes/No, and press Ⓐ to enter.

HOMEPAGE Jump to the SKIES of ARCADIA Official Page. Please refer to Page xx for more details.

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GAME CONSTRUCTION & HOW TO SAVE

SKIES of ARCADIA is a game with skies and floating islands as its main stage. Vyse, the main character, soars the skies with his aerial ship, explores the villages and dungeons on foot, and engages in battles and bombardments. Here is the basic flow of the game.

RELATIONSHIP BETWEEN EACH MODE

VILLAGES & DUNGEONS

In villages, buildings, and dungeons, Vyse walks around on foot to explore and talk with the others (P.xx).

SKIES

This is where Vyse travels aboard the ship. Depending on the size of the ship and the performance of the engine, the area Vyse can explore widens (P.xx).

BATTLE MODES

While exploring the dungeons or traveling aboard the ship, if Vyse encounters the enemies, a battle begins. There are two types of battles: normal battle and ship battles (P.xx)

TRANSFERRING BETWEEN VILLAGES/DUNGEONS AND SKY

FROM THE SKY TO THE VILLAGES/DUNGEONS

Approach the island or building with your ship, and press Ⓐ. If it is the island you can land on, you will be transferred to the field within.

FROM THE VILLAGES/DUNGEONS TO THE SKY

If you are transferring from the the village or dungeon to the sky, approach the ship you will be boarding, and press Ⓐ. A message appears to confirm that you wish to return to your ship. Use ↑↓ to choose your selection, and press Ⓐ to enter.

GAME OVER

The game is over when the HPs of all characters in the party or the HP of the ship drop to zero, and returns to the title screen. On battles against the bosses, however, you will be asked whether to continue the game or not. Use ↑↓ to select "I never give up" or "I quit," and press Ⓐ to enter.

HOW TO SAVE

In the villages/dungeons and the dungeons for the ship, you may save your progress only at the save points. Approach the save point, and press Ⓐ to switch to the Save screen. During normal travel in the sky, you may save anywhere. Press the Start Button to open the menu, and select "SAVE" to switch to the Save screen.

While Traveling by Ship

Save Point in the Sky

Save Point in the Village/Dungeon

MEMORY CARD (EXPANSION SOCKET) SELECTION

Select the memory card to save the game. Use ↑↓ to select between "Expansion Socket 1" and "Expansion Socket 2," and press Ⓐ to enter. If there is no memory card present at either of the socket, you will not be able to select.

SAVE FILE SELECTION

Next, use ↑↓ to select the file to save game, and press Ⓐ to enter. You will be confirmed whether to save on this file, or to overwrite if the previous data is present (the previous data will be erased if overwritten). Use ↑↓ to select YES/NO, and press Ⓐ to enter. If there is not enough blocks available, the file will not be able to select.

WHEN THERE IS NO SAVE FILE ON THE MEMORY CARD

In case there is no save file for SKIES of ARCADIA on the memory card, when that memory card is selected, the game will create a file automatically. At this point, the game will ask whether to change the icon on the VMU to that of SKIES of ARCADIA. Use ↑↓ to select YES/NO, and press Ⓐ to enter. To save icon data, 2 blocks of free memory are needed.

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SKIES (TRAVELING BY THE SHIP)

Aboard the ship, you will travel and explore the field. The areas you can travel are limited with your first ship, but depending on the scale of the ship, and with modifications, you can gradually increase the areas you can travel.
Use the Analog Thumb Pad to navigate your ship, the D-Pad to change camera angle, L to descend your ship, and R to ascend.
Also, press the Start Button to display the Menu, A to land on the island (enter the village), and X to display the Status Menu.

DISPLAY

1 ALTIMETER

Displays the current altitude you are flying at.

2 NAME OF ISLAND/VILLAGE/BUILDING

If you approach the island, the village, or the building you already know, its name will be displayed. Press A when the name is displayed to land.

3 COMPASS

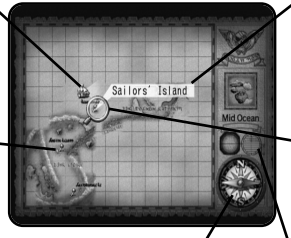
Displays the direction you are flying.

MENU SCREEN

Aboard the ship, press the Start Button to open the Menu. Use ↑↓ to select the menu item, and press A to enter.

MAP

You can verify your location and direction you are flying towards. The map shows only the areas you have already explored. As the story unfolds, the world will be revealed.



SHIP

Your current location on the map. The direction the light is flashing is the direction the ship is facing.

VILLAGES & BUILDINGS

The islands (villages) and buildings you have once visited will be indicated with red pins.

NAME OF ISLAND (VILLAGE)

Displays the name of the island (village) and place the magnifying lens is showing.

MAGNIFYING LENS

Use ↑↓←→ to move the magnifying lens to locate and verify the places you have visited.

COMPASS

Indicates the direction your ship is facing.

ALTIMETER

Indicates the altitude you are flying at.

TO BRIDGE

You can move inside the ship and talk to your crew. (On some ships, you may not be able to select this.) The conversation may contain important hints, so use this as reference.
The method of movements and conversing is the same as in “Villages and Dungeons” (P.xx).
Also, press X to display the Status screen. To return to the skies, examine the helm at the bridge. You will be asked whether to depart or not.

SAVE

You can save the progress of the game up to this point. Please see “How to Save” on p.xx.
Please note, however, that in the dungeons you explore by the ship, you can only save at save points.

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ENCOUNTERS

Up in the skies, there are several ships other than the Air Pirate's. With private and commercial ships, approach and press Ⓐ to talk to them.
When you encounter the ships belonging to the Imperial Armada or opposing pirates, you will engage in bombardments. There will be a warning mark "!!" displayed on your compass when an enemy ship is close by. Please see p.xx for how to battle in this game.

DISCOVERIES

In this long adventure, Vyse and friends travel various places in the world. This could include unexplored skies and islands no one in this world has ever explored before. You could discover legendary ruins or new species of creatures.
Guide your ship to new areas, and examine places. If there is a Discovery, it will be displayed. As the discoverer, Vyse and friends will leave their names in the history of this world.

HOW TO MAKE DISCOVERY

When there is potential Discovery, the compass starts to turn rapidly. Press Ⓐ, and the Discovery will be displayed.

SELLING INFORMATION ON DISCOVERIES TO THE GUILD

When you make Discoveries or you need information on potential Discoveries, go to the Sailors' Guild at villages. You will be able to sell or buy information. Vyse and friends are not the only ones making Discoveries. If a rival explorer sells the information before you do, your information will be bought at cheaper price. Please see p.xx for more on the Sailors' Guild.

VIEW DISCOVERIES IN YOUR JOURNAL

If you make a Discovery, it will be added to your list of Discoveries in the Status menu. You can check this any time you are able. Please see p.xx for more on the Journal.

VILLAGES AND DUNGEONS

Walk around in the village to collect information and shop for items, or explore the dungeons. Use the Analog Thumb Pad/D-Pad to guide Vyse to that direction, press L/R to rotate camera, and press Ⓐ to talk to people or examine what is in front of Vyse. Also, press Ⓧ to display the Status Menu, and press the Start Button to display/hide the mini map.

Mini Map

Current location and direction you are facing on the map will be shown with ▲.

CLIMBING/DESCENDING ON LADDERS AND POLES

Press Ⓐ in front of a ladder or a pole to grab onto it. At this state, use ⬆⬇ to ascend or descend. If you approach the either end of the ladder or the pole, Vyse dismounts from it automatically.

EXAMINING

At certain places such as in front of the bookshelf or signs, press Ⓐ to examine that place.

TALKING TO PEOPLE

In front of the characters you can talk to, press Ⓐ to start conversations. There are cases where, by talking, the character may join you as a party member or as a crew. Also, there are cases where you may have to select your replies.

OBTAINING ITEMS

In front of the treasure chest, press Ⓐ to open it and obtain the item inside. However, if the number of that item exceeds the maximum number (99) you can hold, you will not be able to obtain it.

TAKING A REST

At an inn, you can rest yourself. There is a save point located inside the inn, so you can save your progress here. To take a rest, approach the innkeeper, and press Ⓐ to talk. Use ⬆⬇ to select "Stay the night/Leave," and press Ⓐ to enter. Buy resting, the characters' HP, MP, and the ship's HP lost will be restored to current maximum.

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BUYING AND SELLING WEAPONS/ITEMS

Go into the shops in the village, and you can buy and sell weapons and items. In front of the merchant, press Ⓐ to talk to him/her. Use ↑↓ to select the menu item, and press Ⓐ to enter. Please see p.xx for more on Buying and Selling.

BUYING AND SELLING WEAPONS/ITEMS/SHIP PARTS

You can buy and sell items or ship parts. Use ↑↓ to select "BUY/SELL/EXIT," and press Ⓐ to enter. Next, use ←→ to select the kind of items, and press either Ⓐ or ↓.

SELECT ITEM

Use ↑↓ to select the item you wish to buy/sell, and press Ⓐ to enter. If there are more items than what are listed, use ←→ to change list. A reference to who can equip that item, and parameters when that item is equipped will be displayed. (Value of increase will be displayed in green, decrease in red. Press Ⓧ to switch between the displays of the value differences and the absolute values.) Use this as a guide to your purchases.

SELECT NUMBER

Select the number of items you wish you wish to buy or sell. Use ↑↓ to increase/decrease the number by one, ←→ to increase/decrease by ten, and press Ⓐ to enter. Press Ⓑ to return to previous screen.

EQUIP ITEM

After the purchase, you can immediately equip weapons, armors, accessories, or parts of the ship. With change in parameters as reference, select the character you wish to equip that item with. The items that character has equipped will not be lost.

TALK ABOUT VARIOUS THINGS

You can talk to the merchant.

✻ By talking, you might be able to obtain information and items that are not on the normal list.

LEAVE

Leave the shop.

ABOUT SAILORS' GUILD

At Sailors' Guild, located in several villages in the world, you can buy and sell informations regarding the discoveries. To buy or sell informations, approach the Guildmaster and press Ⓐ to talk. Use ↑↓ to select "Buy and sell Discovery information/Talk about various things/Leave," and press Ⓐ to enter. If you select "Buy and sell Discovery information," Main Office Menu screen will be displayed.

SELLING INFORMATION

Use ↑↓←→ to select the information you wish to sell, and press Ⓐ to enter. If there are more informations than what is listed, use ←→ to change the list. At this point, if you were very late on discovering, or wasted long time before selling the informations, the value will decrease.

BUYING INFORMATION

You can buy information regarding possible Discoveries. Use ↑↓←→ to select the information you wish to buy, and press Ⓐ to enter. If there is more information than what is listed on the screen, use ←→ to change the list. The detailed information is expensive, but the rumors are cheap. However, based upon rumors, make a Discovery and sell the information quickly, and the Guild will buy it for a good price. In short, the cheap information could be potential Discoveries of high value. Buying the information will not place it on the Discovery list. Based on information, you must find it in order to place it on the Discovery list.

TALK ABOUT VARIOUS THINGS

You can talk to the Guildmaster for informations regarding the Guild.

LEAVE

Leave the Guild.

GROWTH OF CUPIL, AND CHAMS

Mysterious creature "Cupil," Fina's friend, grows by feeding a special food (item) called "Cham." When it grows, it can change itself to various form. When you approach the location where Cham is, Cupil reacts to let you know. Press Ⓐ, when Cupil reacts to Cham, to examine nearby. When Cupil reacts, it will let you know in following manners (p.xx):

- When VMU sound is enabled, it will beep.
- Cupil's appearance on VMU screen changes.
- When the Jump Pack is attached and vibration is enabled, it will vibrate.

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ABOUT THE SWASHBUCKLER RATING

Depending on the events and selection of your replies in conversations, the value of Vyse's Swashbuckler rating changes. If you make the correct decisions and perform brave actions, the value rises, and people's attitudes towards Vyse will change. If you have a high Swashbuckler rating, people will trust you, and they will be easier to deal with. When there is a change in the Swashbuckler rating, a chime will ring to indicate whether it has risen or fallen. You can get an idea as to how high your Swashbuckler rating is by going to the Character Status screen of the Status Menu (P.xx) and finding out what Vyse's title is.

BASE SYSTEM AND CREW SYSTEM

Some time in the adventure, Vyse will obtain his own ship. At that time, apart from party members such as Aika and Fina, you can hire crew members and have them aboard. Also, he will establish his own base, as in Dyne's Pirate's Isle.

ABOUT BASE SYSTEM

When there is a Builder, you can invest money to have him improve the base. This is called the Base System. Not only the appearances, you can improve on its functions such as making new items. Also, by bringing new crew members, new buildings could be built, making your base more lively place.

ABOUT CREW SYSTEM

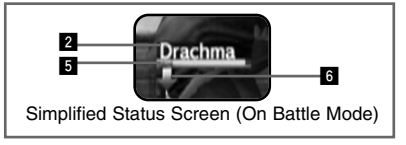
When Vyse obtains his own ship, he can scout for crew members to be aboard. Depending on crew members' abilities, the ship powers up accordingly. For example, if you have a Gunner aboard, the ship's bombing ability will increase. Also, while in a ship battle, you can select the "Crew Command" to have him/her do his/her work.
The possible crew members are scattered throughout the world. But not all will join easily, as some will request for special conditions. Whether he/she will join as crew member is up to Vyse.

BATTLE MODES

There are two different battle modes: a Normal Battle, where party members and enemies battle in one field; and a Ship Battle, where your ship battles against the enemy ship. On each turn, you will give command to each character. When the HP of the character drops to zero, he/she will not be able to continue the battle, but he/she will regain HP to one after the battle (only on Normal Battle). If the HP's of all characters in your party or the ship's HP drops to zero, the game will be over. (Only on battles against the boss character, you can continue the game.)

NORMAL BATTLE

NORMAL BATTLE DISPLAY



Simplified Status Screen (On Battle Mode)

1 SPIRIT POINTS

It is the value of actions your party can take as a whole. It will be consumed when magic and special attacks are used. It will be displayed as current value/maximum value. The green gauge indicates the amount you can spend on that turn, and the red indicates the amount to be used. After each turn, the amount increases according to the number of characters that can take action. Also, on command selection, select "FOCUS" to increase this amount. After each battle, the value returns to the amount at the beginning of the battle.

2 CHARACTER'S FACE AND NAME

The color of the rim displaying the character's face indicates the current color weapon equipped (P.xx).

3 LEVEL

Indicates the current level of that character.

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4 MP (MAGIC POINTS)

Indicates the number of magic points you can use. The values indicate the current/ maximum value. If you use magic, the value decreases by one.

5 HP (HIT POINTS)

Indicates the physical strength of the character. The values indicate the current/ maximum value. When the value drops to zero, that character will not be able to fight.

6 CONDITION

If there is a temporary raise in attributes, or adverse effects due to Poison, etc., icons will be displayed here.

7 BATTLE COMMAND

See description below.

BATTLE COMMAND

On each turn, you will select each character's action, starting with Vyse. Use ⬆⬇⬅➡ to select a command, and press Ⓐ to enter (some commands may not be able to select, depending on conditions). Press Ⓑ to cancel. To change the color of the weapon equipped, press Ⓨ (on each press, depending on Moon Stones you already have, the color changes in following order: green>red>purple>blue>yellow>silver.) Press Ⓧ to display the status of the party (press again to close). Also, press Ⓧ while selecting item or magic to display its description (press Ⓧ again to close).

Run	Escape from the battle (cannot be selected against the bosses.)
Item	Use item.
Guard	Guard against the enemy attack.
Attack	Attack with equipped weapon.
S-move	Use each character's super move.
Magic	Use magic.
Focus	Increase SP.

RUN

Escape from the battle. Only Vyse can select (or the first character on the turn). Note that selecting this will not enable you to escape 100% of the time. Against the bosses, however, you cannot escape.

ITEMS

Use selected item. Use ⬅➡ to select the kind of item, and press Ⓐ or ⬇. Next, use ⬆⬇ to select the item (use ⬅➡ to change list), and press Ⓐ. Finally, use ⬆⬇ to select the target character to use item on, and press Ⓐ (unless the item affects everyone). You can also change equipment. Note that changing weapons will not spend your turn.

GUARD

Guard oneself to lessen the chance of taking damages. When guarding, the name will be displayed in red-purple. Guarding will not carry forward to the next turn.

ATTACK

Attack with equipped weapon. When selected, a cursor will appear on the enemy to attack. Use ⬆⬇ to select the enemy, and press Ⓐ to enter. Also, depending on color (attribute) of the weapon, the damages to the enemy may differ (P.xx).

S-MOVE

Spends given amount of SP.

Use the Super Move the characters learned. Select "S-move," use ⬆⬇ to select the Super Move, and press Ⓐ to enter. While selecting the Super Move, press Ⓧ to display its description. Depending on Super Move, the value consuming SP differs (P.xx). If the character has yet to learn any Super Move, this cannot be selected.

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MAGIC Spends given amount of SP/spends 1 MP per use.

Use the magic the character has learned. On each use,1 MP is used. Use ⬆⬇⬅➡ to select the magic, and press Ⓐ to enter.
While selecting the magic, press Ⓧ to display its description.

FOCUS

In crease the amount of SP. The amount depends on the spirit rating of the character using this command.

END OF THE BATTLE

When the party wins the battle, result screen will be displayed. The amount of experience points, gold, and magic experience points (with regards to the color of weapon used) will be calculated and added. When the characters' experience points or magic experience points reach given amount, his/her experience level/magic experience rank will be increased. Upon raising of magic experience, a new spell for the attribute of magic experience will be learned (P.xx). To end the result screen, press Ⓐ.
The contents of result screens are the same for normal battles and bombardments.

SPIRIT SYSTEM

Spirit points, or SP, is the value of actions your party can take as a whole, and is displayed as green gauge at the top of the Battle screens. On normal battles, it will be consumed when using magic or Super Moves. During Ship Battles, it will be consumed on all commands except Run, Guard, Focus, and Item. The stronger the magic or the Super Move, the SP the action will consume. You will gain a given amount of SP on every turn, but you can gain additional with "Focus" command. Since this value is for anyone in the party, it is possible to make one of your party gain SP while the other use the magic/super move to consume it. The battle condition may change according to how you use this. Use it effectively.

CHANGING COLOR (ATTRIBUTE) OF WEAPON & LEARNING MAGIC

There are 6 colors of Moon Stones: green, red, purple, blue, yellow, and silver. And each has different attribute. According to colors of Moon Stones you have, you can change the color of weapons. By changing colors, the attributes change according to the colors. To change color, press Ⓨ while selecting your action on battle. You may change the color from "Item" command as well. Select the "Item" command, then use ⬅➡ to select "Weapons." Next, use ⬆⬇ to select the weapon, and press Ⓐ to open Moon Stone window. Use ⬅➡ to select color, and press Ⓐ to enter.
The enemies also have attribute, and attack with effective use of its attribute. Also, if you attack with the color of attribute that stands against the enemy's, you can give great damage to the enemy (see chart below).
At the end of battle, Magic Experience points for the color of weapon used will be given. When the Magic Experience points reach certain amounts, the character will learn new magic, in compliance with that attribute. Characters earn double the amount of Magic Experience in the color that they have equipped, and equal amounts in the color(s) that other party members have equipped.

GREEN	>	RED	PURPLE	>	GREEN	"<<>>" indicates that the damage is larger than ">"
RED	<<>>	PURPLE	BLUE	>	YELLOW	
RED	>	BLUE	YELLOW	>>	GREEN	
BLUE	>	PURPLE	YELLOW	<>	SILVER	

LEARNING SUPER MOVES

The characters learn new Super Move by consuming an item called "Moonberries." To learn new Super Move, select "Super Move" command on Character Status screen of Status Menu (P.xx). The order of Super Moves the characters can learn is fixed. Also, the amount of Moonberries needed depends on each Super Move.

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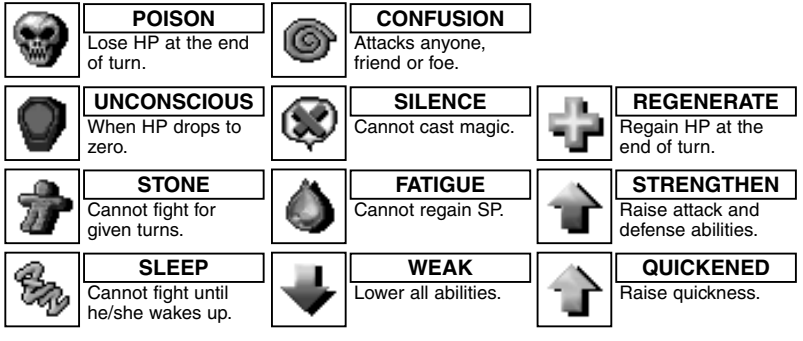
ABOUT THE CHANGE IN STATE

During the battle, if the color of the name of friend/enemy on Status screen changes, it indicates that the state of the character has changed in various ways.

Red-Purple	Guarding.
Yellow-Green	Nullify Attack is in effect.
Yellow	Nullify State Change from magic or attack.
Blue	Nullify Stage Change.
RP+YG+Y+B	Nullify all attack from the enemy.

Also, when the state changed due to poison, etc., the following icons will also be displayed on Status screen.



POISON
Lose HP at the end of turn.

CONFUSION
Attacks anyone, friend or foe.

UNCONSCIOUS
When HP drops to zero.

SILENCE
Cannot cast magic.

REGENERATE
Regain HP at the end of turn.

STONE
Cannot fight for given turns.

FATIGUE
Cannot regain SP.

STRENGTHEN
Raise attack and defense abilities.

SLEEP
Cannot fight until he/she wakes up.

WEAK
Lower all abilities.

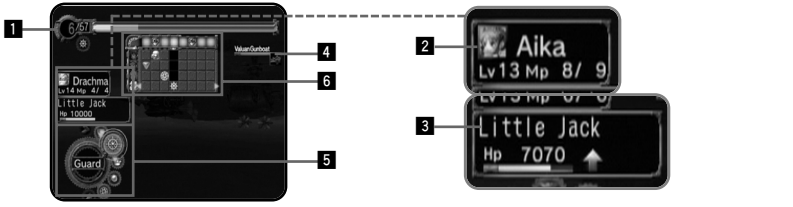
QUICKENED
Raise quickness.

● STRENGTHEN is displayed in red; QUICKENED in blue.

SHIP BATTLE

Ship Battle is the battle Vyse and friends fight with the ship they are aboard. Apart from the battles that occur as fixed events, when you encounter an enemy ship, the battle begins.

SHIP BATTLE SCREEN



1 SPIRIT POINTS GAUGE

It is the value of actions your party can take as a whole. It will be consumed when "Magic," "Attack," "Super Cannon," and "Crew" commands are used. Green gauge indicates the current SP, and red indicates the amount to be consumed in the turn. At the end of each turn, the amount of SP, according to number of characters in the party that can take actions, will be regained. Also, by selecting "Focus" as command, you can regain a given amount.

2 STATUS OF CHARACTERS THAT CAN TAKE ACTIONS

LD indicates the current level of the character, and MP indicates the number of magic the character can use.

3 NAME OF SHIP/HP/STATUS

HP indicates the current/maximum values. When the HP drops to zero, the ship is sunk, and the game will be over.
The raising or abnormality in status is indicated by an icon.

4 NAME OF ENEMY SHIP/HP

The raising or abnormality in status is indicated by an icon (P.xx).

5 SHIP BATTLE COMMAND (P.xx)

6 BATTLE TIMER (P.xx)

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SHIP BATTLE COMMAND

When the player's turn arrives, you will be asked to enter commands for each character, starting with Vyse. Use ⬆⬇⬅➡ to select Ring Command, and press Ⓐ to enter. (There are some commands you cannot give.) Press Ⓑ to cancel. Designate the commands to Battle Timer, and the bombardment begins. Upon selecting "Item" or "Magic," press Ⓧ to display explanation (Press again to close).

Run	Escape from the battle (cannot be selected against the bosses.)
Item	Use item.
Guard	Guard against the enemy attack.
Attack	Attack with equipped weapon.
Magic	Use magic or fire Magic Cannon.
Focus	Increase SP.
S-Cannon	Fire special cannon.
Crew	Command which can be used after Vyse becomes the captain of his own ship.

RUN

Escape from the battle. Its use is the same as in normal battle (P.xx).

ITEM

Use the selected item. Its use is the same as in normal battle (P.xx).

GUARD

Take evasive maneuvers, lessening the damage taken from enemy attacks.

ATTACK

Consumes given amount of SP.

Fire cannons. Select "Attack," use ⬆⬇ to select cannon the ship is equipped with, and press Ⓐ to enter. There are three types of weapons, and their features are different (P.xx).

MAGIC

Consumes given amount of SP/1 MP per use.

Use magic. 1 MP is spent for each use. The method of selecting is the same as in normal battle (P.xx).
Also, the magically charged cannonballs the character fires against the enemy are treated the same as normal cannon fire, as you may at times miss. Note that you will need to obtain the "Magic Cannon" in order to be able to fire magic.

FOCUS

Regains given amount of SP.

S-CANNON

Consumes necessary amount of SP.

Some ships Vyse rides may be equipped with Special Cannon. You can only use this in areas indicated with a special icon, but with great amount of SP consumed, it fires a shot with enormous power. By using this, the flow of the battle may change.

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CREW Consumes necessary amount of SP.

When Vyse owns his ship, he will be able to give orders to crews aboard his ship. Select "Crew," use ⬆⬇ to select the crew, and press Ⓐ to enter. Each crew has his/her different abilities, such as restoring SP or repairing ship (recovering ship's HP). Also, the amount of SP used varies with different crews. With their abilities in mind, you can turn the Ship Battle to your advantage, or even improve the abilities of the ship.

SHIP BATTLE SCREEN

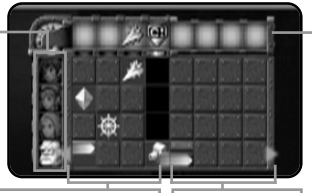
During each turn of a ship battle, each member of your party can take a single action. Depending on how many characters you have in your party, each turn will be broken into a number of rounds. So, with four members in the party, each turn will be broken up into four rounds. Upon selecting an action for each character, an icon designating that action will appear at the top of the screen on the "Battle Grid."

HOW TO INPUT COMMANDS USING THE BATTLE GRID

You will need to select a Command (p.xx) for each character in your party. However, as stated above, each character can only perform one action per turn.
Use ⬆⬇⬅➡ to select a Command, and press Ⓐ to enter. An icon showing the action that you chose will be displayed on the Battle Grid. Next, use ⬅➡ to select the round in which you would like the character to perform that action, and press Ⓐ to enter. Pressing Ⓑ will cancel your selection.

CHARACTERS

Select in order, starting with Vyse. Look at the Degree of Chance/Danger to make your decision.



DEGREE OF CHANCE/DANGER

Indicates the chance for Vyse to attack, or danger of being attacked. Upon selecting actions, verify this to bring battle to your advantage.

CURRENT TURN **NEXT TURN**

ACTION ROUNDS FOR ATTACK

There are three types of artilleries you can use to attack by the ship, and their features are different. With proper arrangement, you can concentrate your fire on chances.
With main and secondary cannons, if your position against the enemy ship is not proper, you may not be able to have the enemy in correct angle to fire. Your shot will be lost in this case. Also, depending on the accuracy of the cannon, you may miss at times.

MAIN CANNON

Fires and hits on same round.
Has power, but consumes more SP.

SECONDARY CANNON

With additional consumption of SP, you can fire on continuous rounds.

TORPEDO

You may designate the round to fire and the round to hit.

BRANCHING OF ROUTE ON MESSAGE EVENT

During the course of bombardment, there are at times you must make decision on your strategy, with menu of choices. Use ⬆⬇ to select the strategy, and press Ⓐ to enter.
Depending on your choice, the flow of battle changes, and the timing of chances and dangers will also change. The flow also changes according to how you act in your turn. When the gauges for the next turn is changing, it indicates that there may be a branch in next turn. To bring battle to your advantage, act with caution.

HOW TO SEE DEGREE OF CHANCE/DANGER

Safe Green ➡ Yellow ➡ **Danger** Red

Chance

Can Shoot S-Cannon

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STATUS MENU

STATUS MENU SCREEN

Except in Battle Mode, press Ⓧ while you are in the skies, the villages, or the dungeons to display the Status Menu. (It will not, however, be displayed during the event.)
Use ⬆⬇ to select menu item (each character, ship), and press Ⓐ to enter. Select "Next Page" (or by pressing L/R) to switch to next page. Use ⬅➡ to switch Status screens of each character. Press Ⓑ to return to previous screen.

1 CHARACTER WINDOW

Displays the current/maximum value of HP and MP, and his/her current level.

2 CHARACTER STATUS (P.xx)

Displays the status of each character. Use ⬅➡ to move between the pages to verify status.

3 GOLD/TIME/CURRENT MAXIMUM SP

Displays the amount of money (Gold) you currently have, the elapsed time of play, and the current maximum SP.

4 JOURNAL (P.xx)

Read journal to verify what has happened, and what has been discovered.

5 CHANGE CREWS (P.xx)

Change your crew members.

6 PINTA QUEST

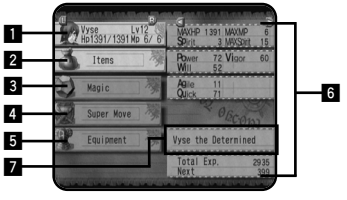
Give orders to Pinta to dispatch/return.

7 OPTIONS (P.xx)

Change various option settings.

CHARACTER STATUS SCREEN

If you select either the character or the ship, his/her Status screen will be displayed to verify. Use ⬅➡ to change between the Status screens of the characters. Also, you can use items or magic to restore status, equip character with weapon, armor, and accessories, or use "Moonberries" to learn new super moves. Use ⬆⬇ to select menu item, and press Ⓐ to enter. Press L/R to switch between the characters. Press Ⓑ to return to Status Menu Screen.



■ Characters' Parameters
HP/MAXHP: Current/maximum values of Hit Points.
MP/MAXMP: Current/maximum values of Magic Points.
Attack: Attacking ability on normal attack.
Defense: Defense ability against normal attack.
Power: Force power that affects on normal attack.
Will: Will power that affects on magic attack.
Vigor: Power that affects on defense abilities.
MagDef: Defense ability against magic.
Hit%: Percentage of hitting the enemy on normal attack.
Dodge%: Percentage of dodging enemy's normal attack.
Agile: Affects on percentage of dodging and landing a critical hit.
Quick: Affects on quickness of his/her action.
Total Exp.: Total of experience points earned so far.
Next: Experience points necessary for next level.
Rank: Current rank of magic on respective colors.
Next: Magic Experience points necessary for the next rank.
■ Ship's Parameters:
Value: How much your ship is worth.
HP/MAXHP: Current/maximum Hit Points of your ship.
MP/MAXMP: Current/maximum Magic Points.

1 CHARACTER WINDOW

Displays the current/maximum value of HP and MP, and his/her current level. Press L/R to switch between the characters.

2 ITEMS (P.xx)

Use items.

3 MAGIC (P.xx)

Use magic.

4 SUPER MOVE (P.xx)

Learn new Super Moves.

5 EQUIPMENT (P.xx)

Equip the character with weapon, armor, and accessory.

6 CHARACTER STATUS

Displays the detailed status of the character. Press L/R to switch between the characters.

7 CURRENT TITLE

Vyse's title, which changes with his Swashbuckler rating. There is no title displayed for characters other than Vyse.

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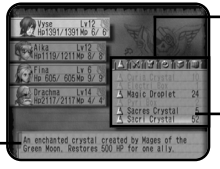
ITEM

Use the items. Use ⬅➡ to select the type of item, and press Ⓐ or ⬇. Next, use ⬆⬇ to select the item (⬅➡ to switch between the list) and press Ⓐ to enter. Finally, use ⬆⬇ to select the character to use item on, and press Ⓐ to enter. Also, press Ⓨ to sort items. Press Ⓑ to return to previous screen.



TYPE OF ITEMS

The type will be displayed by icons.

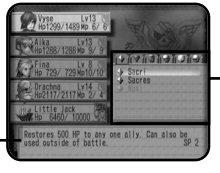
NUMBER OF ITEMS

You may carry up to 99 of each item.

DESCRIPTION OF THE ITEM

MAGIC

You can use recovery magic (attacking magic cannot be used in Character Status screen). Using one magic consumes 1 MP.
Use ⬅➡ to select the type of magic, and press Ⓐ or ⬇. Next, use ⬆⬇ to select the magic, and press Ⓐ to enter. Finally, use ⬆⬇ to select the character to use magic on, and press Ⓐ to enter. Press Ⓑ to return to previous screen.



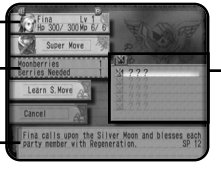
TYPE OF MAGIC

The type will be displayed by icons.

DESCRIPTION OF THE MAGIC

SUPER MOVE

The characters can learn new Super Moves. To learn, you will need an item called “Moonberries.” Moonberries can be obtained either when the enemies drop them after the battle, or when you find them inside the treasure chest. First, select the character. You can either select the character on the Status Menu screen and select “Learn Super Move,” or by pressing L/R during the Super Move screen to switch between the characters. Nest, use ⬆⬇ to select the Super Move you wish to learn, and press Ⓐ to enter. You may, however, select only the moves displayed as “???” in black letters. A description will be displayed, so use this as reference to which character's Super Move to be learned next. If you do not have enough Moonberries, he/she cannot learn, as the number of necessary Moonberries varies with different Super Moves. Press Ⓑ to return to previous screen.



CHARACTER

NUMBER OF MOONBERRIES

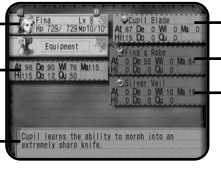
DESCRIPTION OF THE S-MOVE

S-MOVE THAT CAN BE LEARNED

You cannot select the Super Moves in dim letters.

EQUIPMENT

Equip the character with weapon, armor, and accessory. First, select the character. You can either select the character on Status Menu screen, and select “Equipment,” or by pressing L/R during the Equipment screen to switch between the characters. Next, select the equipment with ⬆⬇, and press Ⓐ to enter.



CHARACTER

CURRENT STATUS

DESCRIPTION OF THE ITEM

WEAPON

ARMOR

ACCESSORY

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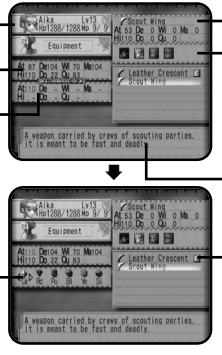
CHANGE EQUIPMENT SCREEN

In Change Equipment screen, use ⬆⬇ to select the item (weapon, armor, accessory) you wish to change, and press Ⓐ to enter. At this point, potential changes in parameters after changing equipment will be displayed, so use this as reference. When the weapon is selected to change, you will be asked to select the color (attribute). Use ⬅➡ to select the Moon Stone you have, and press Ⓐ to enter (See P.xx for the method of changing color). Press Ⓑ to return to the previous screen.



JOURNAL

You can read the Journal and see the list of discoveries. Use ⬆⬇ to select "Read Journal/ Discoveries," and press Ⓐ to enter. Press Ⓑ to return to previous screen.

READ JOURNAL

It is the book of impressions Vyse and his friends felt about the happenings, written in the form of diary. Entries are written by various people. As the story progresses, the title increases automatically. Use ⬅➡ to switch between the pages (1/2), ⬆⬇⬅➡ to select title to read, and press Ⓐ to enter. While reading the Journal, press L/R to switch to previous/next title (page) of the Journal. Press Ⓑ to return to previous screen.

DISCOVERIES

You can view the list of discoveries you have made. When a discovery is made, it will automatically be added to the list. Use ⬅➡ to change pages (1/2/3/4), ⬆⬇⬅➡ to select the discovery you wish to view, and press Ⓐ to enter. While viewing the picture and description of the discovery, press L/R to switch to previous/next discovery. Press Ⓑ to return to previous screen.

CHANGE CREW

When Vyse owns his ship, a menu item "Change Crew" will be added. You can scout for crew members and invite them aboard. There is, however, a maximum capacity to the ship, and you can only have one active member for each occupation. You may have one crew member on stand-by for each occupation (if there is only one crew member for a particular occupation, he/she will be aboard automatically).
Use ⬆⬇ to select occupation, and press Ⓐ to enter. Next, use ⬆⬇ to select the crew you wish to have aboard, and press Ⓐ. The remaining crews will stand ready at the base. You may change the crew any time. Press Ⓑ to return to previous screen.

PINTA QUEST

You can give order to Pinta to dispatch to or return from the mini-game you can play on your VMU. When you find Pinta, somewhere in the world, a menu item "Pinta Quest" will be added, and you can download the mini-game. When "Pinta Quest" is selected, Memory Card Select screen will be displayed. Use ⬆⬇ to select the Expansion Socket (Socket 1/Socket 2) you wish to download the mini-game to, and press Ⓐ to enter.

▲ If there is no memory card inserted to either of the sockets, you will not be able to select this socket.

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DISPATCHING/RETURNING PINTA

If there is no Pinta Quest file in your VMU, a menu item "Dispatch" will be displayed. Press Ⓐ to write the executable file onto your VMU. If there is Pinta Quest file in your VMU, a menu item "Return" will be displayed. Press Ⓐ to calculate the experiences Pinta gained in his quest in your VMU, and collects the items found.

- Pinta's level rises according to the experience points gained.
- Collected Gold will be added to Vyse's.
- Collected items will be added to Vyse's.

After calculation, VMU mini-game file will be rewritten. Press Ⓑ, when done, to return to previous screen.
You will need 83 blocks of free memory space needed to download Pinta Quest. For detailed description, please see page xx.

OPTIONS

You can change various option settings. Use ↑↓ to select the option item, ←→ to change settings, and press Ⓐ to enter. Press Ⓑ to return to previous screen.

SOUND	Toggle sound output between Stereo and monaural.
CAMERA	Changes the direction of control when using the first person point of view.
VIBRATE	When Jump Pack is connected, toggle vibration settings ON/OFF.
VMU SOUND	Toggle sound from the VMU ON/OFF.

HOMEPAGE

You can access the download page of the SKIES of ARCADIA Official web site. There, you can gather various items. After registering to Sega Provider, select "Homepage" to open Local Home Screen. Select and enter "SKIES of ARCADIA Official Page," and the browser will automatically dial and access the Homepage.

USER REGISTRATION

You cannot access to the internet unless you have registered as a user with SEGA. Make sure that you register as a user, using the Dreamcast Browser. Refer to the Dreamcast Browser guidebook for further help. You can purchase the Dreamcast Browser from the Official Dreamcast Magazine.

Inquiries: SEGA Customer Service Department
Internet: www.sega.com
Telephone: 1-800-USA-SEGA

Charges
Use of the Network Server is free, but you will have to separately pay for your own ISP.
Log-in E-mail
You will need an e-mail address when you connect to the network. This can be any e-mail address. This is in order to provide you with a safe and straightforward Network Service. Note that Sega will not reveal your e-mail address to any third Party.
The Provider
Occasionally there are times when you cannot access the network, depending on your server provider. If you have any problems with your provider, try and connect to the Sega Provider.

L MENU/R MENU

While viewing SKIES of ARCADIA Official Page, press L to open L Menu, and press R to open R Menu (press the trigger again to close). Use ↑↓ to select the menu item and press Ⓐ to enter.

L MENU

HOME	: Return to local home screen.
MAIL	: Access for mail.
OPTION	: Change option settings.
CONNECT/ DISCONNECT	: Connect to/disconnect from ISP.
GOTO GAME HP	: Open SKIES of ARCADIA Official Site.
EXIT TO GAME	: Quit the Browser and return to game.

R MENU

BACK	: Go back one page.
FORWARD	: Forward one page.
RELOAD	: Refresh the data on page.
CANCEL	: Stop loading a webpage.
ZOOM	: Enlarge the page.
FILE	: Delete or copy bookmarks/saved data on VMU.

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PINTA QUEST

Pinta Quest is a mini-game you can play with your VMU. Pinta the Item Collector travels the world with his ship, and gathers various items. You can dispatch him (download mini-game) from the Status Menu screen (P.xx). Please note that 83 blocks of free memory is required.

✻ Pinta Quest is a VMU executable file. You can only download one game per VMU. If your VMU already contains VMU executable file, you cannot download Pinta Quest.

INTERACTIVITY WITH THE MAIN GAME

As the area Vyse can travel widens, so will Pinta's. Also, good items tend to be found near the rim of the map. At times Pinta may find items that can only be found in Pinta Quest, but the enemies become stronger as well. You can use the items found in Pinta Quest in the main game.

HOW TO PLAY

At title screen, simultaneously press Ⓐ and Ⓑ to start the game. To quit game, press the SLEEP Button to turn the VMU OFF.

MENU SCREEN

During his voyage, press Ⓐ to display the Menu Screen. Use ◀▶ to select menu item, and press Ⓐ to enter. Press Ⓑ to return to previous screen.

Status: Verify level/experience points/AT/DF/HP.
Item: Number of items Pinta Collected. Level of items become higher in the following order: A>B>C.
Gold: Amount of Gold Pinta has.
Map: Select the area to explore. You can select only the areas where Vyse has explored.
Sound: Toggle VMU sound ON/OFF.

FIND TREASURES WITH MINI-GAME!

During his voyage, if an obstacle is encountered, a mini-game starts. If you make success with the mini-game, you will be awarded some gold and experience points, according to your performance. If you fail and make HP of Pinta's ship drop to zero, the amount of gold decreases as repair fee.

A HEAD WIND!

Press Ⓐ and Ⓑ continuously to advance against the wind. The game will be over if you reach the goal or when a given time has passed. Depending on how far you have reached, you will be awarded experience points and gold.

SHIP BATTLE

Press Ⓐ when the sight matches the enemy ship to fire cannon, and drop enemy HP to zero. The enemy ship will fire at you periodically or when you miss.

STORM

Use ◀▶ to dodge flying rocks and advance for a given distance. If the rock hits you, the HP, the accumulated experience points, and the gold decrease.

FIND TREASURE

During his voyage, an item may be found randomly. In Pinta Quest, the items will only be displayed as the rank from A to C. If you return to main game, items that correspond to the rank will be obtained.

★ When Pinta's level becomes higher, the chance of finding rare, effective items become better.

RETURN PINTA

To bring the items collected into main game, you must give order to Pinta to return. Insert the VMU with Pinta Quest to the Expansion Socket of the Dreamcast Controller you are using. From the Status Menu screen, select "Pinta Quest," then select the memory card with Pinta Quest. a menu item "Return" will be displayed. (If there is no Pinta Quest file, "Dispatch" will be displayed.) To return Pinta, press Ⓐ. (For details after returning Pinta, see P.xx.)